Ashley's Pullout Activity Plan

Goal: To understand that she can choose among activities but that once she makes a choice he has to stick with it for a period of time.

Sequence of Activity:

- 1. A. makes a choice from the choice book
- 2. A. selects the materials she needs for that choice from the shelf
- 3. A. sticks with the choice she made for 10 minutes
- 4. A. stops the activity when the timer rings

Time Period(s): frequently throughout every day-whenever an opportune moment arises

Location: Vary location daily

(sped, library, comp. lab, 5th gr clsrm)

Activity Choices:

- 1. states puzzle
- simple machines activity box (ramps, levers, pulleys)
- 3. alphabet cards
- 4. name game
- 5. choices that other 5th grade students make

Friends' Goals:

- 1. cue A to make choices, get materials
- 2. redirect A when she gets off task
- 3. cue A to stop when bell rings

	Choice #	Gets Materials	Attends	Stops
M				
T				
W				
R				
F				

Coding:

Enter choice #, level of assistance required for making choice, getting materials, attending and stopping

V=Verbal prompt

PP= Physical prompt

HOH=Hand over hand

NA – No assistance